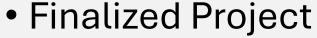


Overview

- GitHub
 - Home Page
 - GitHub Wiki
 - Home Page
 - Player Information
 - Admin Information
 - Development



- C-Day Poster
- GitHub Showcase
- Code & Showcase
- Questions & Answers



GitHub

GitHub Home Page

Development Timeline

- Gantt Chart 2025 April 13t
- Game Design Document 2025 February 10th
- Milestone 1 2025 February 10th
- Milestone 2 2025 March 17th
- (WIP)_Milestone 3 2025 April 13th

Resources

Dependencies

- PartiesAPI Plugin
- PlaceholderAPI Plugin
- SimpleScore Plugin (Only required if not using a custom scoreboard)

All Resources

- IntelliJ Community Edition
- IntelliJ Minecraft Development Plugin
- Spigot Development Guide
- Paper Development Guide
- GitHub
- PartiesAPI Plugin
- PlaceholderAPI Plugin
- WorldEdit Plugin
- SimpleScore Plugin

Introduction to Senior Capstone

- KSU Blocks Tower Defense

Meet Our Team

Programming/Development

Documentation

Design

Final Report

Artifacts

Development Timeline

Resources

Dependencies

GitHub acts as our primary Website.

- Provides Information on the team, KSU's identification for our project, and professor/sponsor information
- Contains all documents for our professor's reports
- Contains all presentation and documentation for our sponsor
 - Including this power point!
- List of Dependencies & Resources used throughout the project

Home

- [KSUBlocks Tower Defense]
- ★ What is KSUBlocks Tower Defense?
- ★ Basic Rules & Mechanics
- ★ More Information for Players
- ★ More Information for Admins
- Development

GitHub Wiki – Home Page

- Contains a brief of the Minecraft Plugin and a basic introduction to the game
- Discusses the rules of the Game: Notably, hearts, mobs, what the players have, and leaderboards.
- Provides a brief on the other three pages and all of their topics











GitHub Wiki Player Information

- Details everything the player can do
 - Upgrading and enchanting swords
 - o Applying effects on the Player
- Towers & provides their stats
- Mob information & brief Description
- Commands
- Tips & Tricks

▷ .jar Installation

- 1. Download the plugin as a .jar file
- 2. Drop the .jar file into your server's plugins folder
 - o Upon server startup, the plugin should be enabled
 - If the server is already running when installed, operators can run "/reload confirm" to recompile the server and enable the plugin

▶ Manual Compilation

- 1. Compile the plugin (IntelliJ)
 - Open the project in the IDE, select the file option at the top left of the screen, select 'Project Structure,' then under 'Project Settings,' select 'Artifacts'
 - Create a new artifact with the plus sign (+) at the top-left of the window, selecting it as a JAR file, also 'From modules with dependencies...,' and then selecting the selection of the pop-up
 - GitHub Wiki Admin Information

Installation

- Jar
- o Manual

- Config.yml
 - o Upgrades
 - o Economy

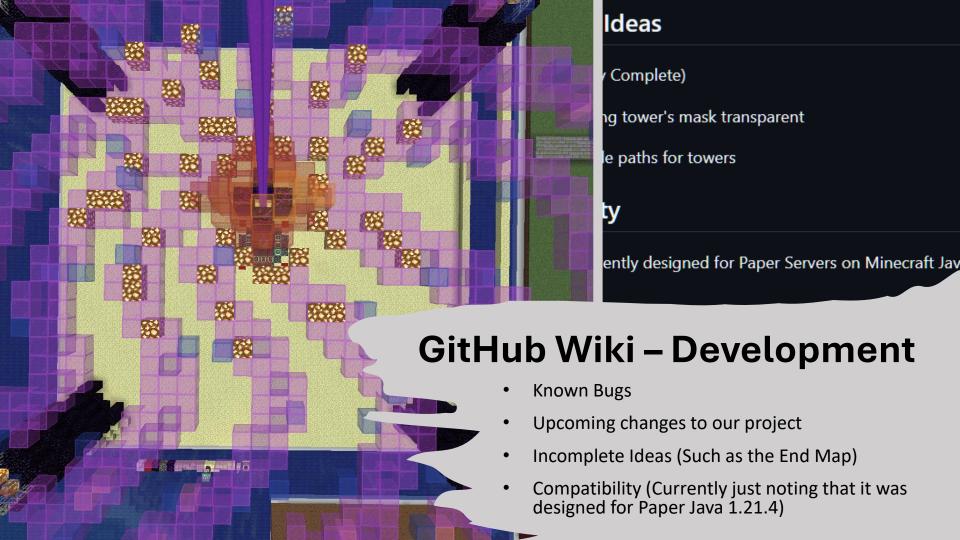
Commands

- o /Party
- o /TDMap
- /Apply-Upgrade

Map Creation

then click OK

 Steps on how to create a map and implement mob pathing



Finalized Project

UC-027

KSUBlocks Tower Defense

INTRO/ABSTRACT

Our project, KSUBlocks Tower Defense, is a Minecraft Plugin designed to create a game mode in the Tower Defense genre. We aim to create a unique and fun game for the students in the KSU Minecraft server. Our project is entirely configurable, allowing for easy maintenance and room for future expansions while ensuring the server performance remains steady alongside KSU's other game modes. It is developed in Java. utilizing IntelliJ and Paper API. We plan to deploy it on the KSU Minecraft Server upon finalization.

METHODS

A GitHub organization account was used for the project's version control and to allow all team member's access.



As used by Minecraft and Paper servers. Java was chosen as our language. IntelliJ's IDE and IntelliJ MC Dev Plugin formed the basis of our plugin.



Paper API Framework allows plugins to create GUIs, use built-in functions, and adapt event, adventure, and entity APIs' game behavior.



SQLite forms our Database, allowing us to collect user concurrency and game data for our leaderboard's system.

Parties creates teams, allowing for modified game rules and mechanics for multiplayer

RESULTS

Our plugin was developed to the needs of the KSU MC Server. It is lightweight, entirely modifiable, and leaves room for further development in the form of new maps, enemies, and player tools.

KSU MC Server Exclusive: 画標語 KSUBlocks Tower Defense













Finalized Project – GitHub Showcase

Live Showcase!



Finalized Project – Code & Showcase

Live Showcase!

